

Amendments To The Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

Claims 1-6 (canceled).

Claim 7 (currently amended): A poker table comprising:

- a tabletop defining an opaque, planar playing surface having a plurality of player stations and a dealer station;

- one or more supports for supporting the tabletop in a horizontal position and at a predetermined height;

- a translucent, planar light window, coplanar with the plane of the playing surface;

- a light source configured to project light continuously upwardly through the light window; and

- an arm rest extending substantially around the outer periphery of the light window.

Claim 8 (canceled).

Claim 9 (previously presented): A game table comprising:

- a playing surface configured to be disposed at a predetermined height, wherein said playing surface defines one or more player stations and a dealer stations;

- a light window disposed adjacent said playing surface, wherein said light window is disposed adjacent all of said one or more player stations;

- a light source disposed beneath said light window for projecting light upward; and

- a light trough rigidly secured to the underside of the playing surface for carrying said light source, said light source disposed at least partially beneath said light window, wherein

said light trough is configured in a generally C-shaped cross-section defining first and second vertical risers and a connecting floor.

Claim 10 (previously presented): A game table as recited in claim 9, wherein said first vertical riser is securely fastened to the underside of the playing surface and located such that a portion of said light trough extends outwardly from an edge of said playing surface.

Claims 11-21 (canceled).

Claim 22 (previously presented): The poker table as recited in claim 7, wherein the arm rest includes:

- a rigid plate extending around the periphery of the light window; and
- a pad overlaying the upper surface of the rigid plate.

Claim 23-30 (canceled).

Claim 31 (currently amended): A poker table comprising:

- a tabletop defining an opaque, planar playing surface having a plurality of player stations and a dealer station;
- one or more supports for supporting the tabletop in a horizontal position and at a predetermined height;
- an elongated light window extending around a substantial portion of the periphery of the playing surface and past the plurality of player stations; and
- a light source configured to project light continuously through the light window to the space above the playing surface.

Claim 32 (previously presented): The poker table as recited in claim 31, wherein the light window is planar and coplanar with the playing surface.

Claim 33 (previously presented): The poker table as recited in claim 32, further including an arm rest extending around the outer periphery of the light window.

Claim 34 (previously presented): The poker table as recited in claim 33, wherein the arm rest includes:

- a rigid plate extending around the outer periphery of the light window; and
- a pad overlaying the upper surface of the rigid plate.

Claim 35 (previously presented): The poker table as recited in claim 32, wherein the light window is translucent.

Claim 36 (previously presented): The poker table as recited in claim 35, wherein the light window is formed of milk-colored plexiglas.

Claim 37 (previously presented): The poker table as recited in claim 31, wherein the light window extends around the entire periphery of the playing surface.

Claim 38 (previously presented): The poker table as recited in claim 31, wherein the light window is discontinuous around the periphery of the playing surface.

Claim 39 (previously presented): The poker table as recited in claim 31, wherein the light source includes a plurality of fluorescent light fixtures arranged adjacent to the elongated light window.

Claim 40 (previously presented): The poker table as recited in claim 31, wherein the playing surface is generally oval-shaped.